# NASCAR® 06

## TOTAL TEAM CONTROL

EXCLUSIVE NASCAR LICENSE

EVERYONE

CONTENT RATED BY ESRB

## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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# RACING CONTROLS

Refer to the Team Racing Controls section of this manual for information on the all-new Communicator controls.

| | |
|---|---|
| **Steer** | left analog stick/D-button |
| **Accelerate** | R2 button |
| **Brake** | L2 button |
| NEW **Communicator (see p. 3)** | right analog stick |
| **Share draft** | ⊗ button |
| **Intimidator™** | ▣ button |
| **Change view** | ◉ button |
| **Reverse** | △ button |
| **Shift** up/down | R1 button/L1 button |
| **Mirror** (With HUD on) | SELECT button |
| **Toggle HUD** (Heads Up Display) | **L3** button (click) |
| **Pause game** | START button |

**NOTE:** To activate progressive scan, press and hold the ▣ button + ◉ button (after the PlayStation®2 logotype appears).

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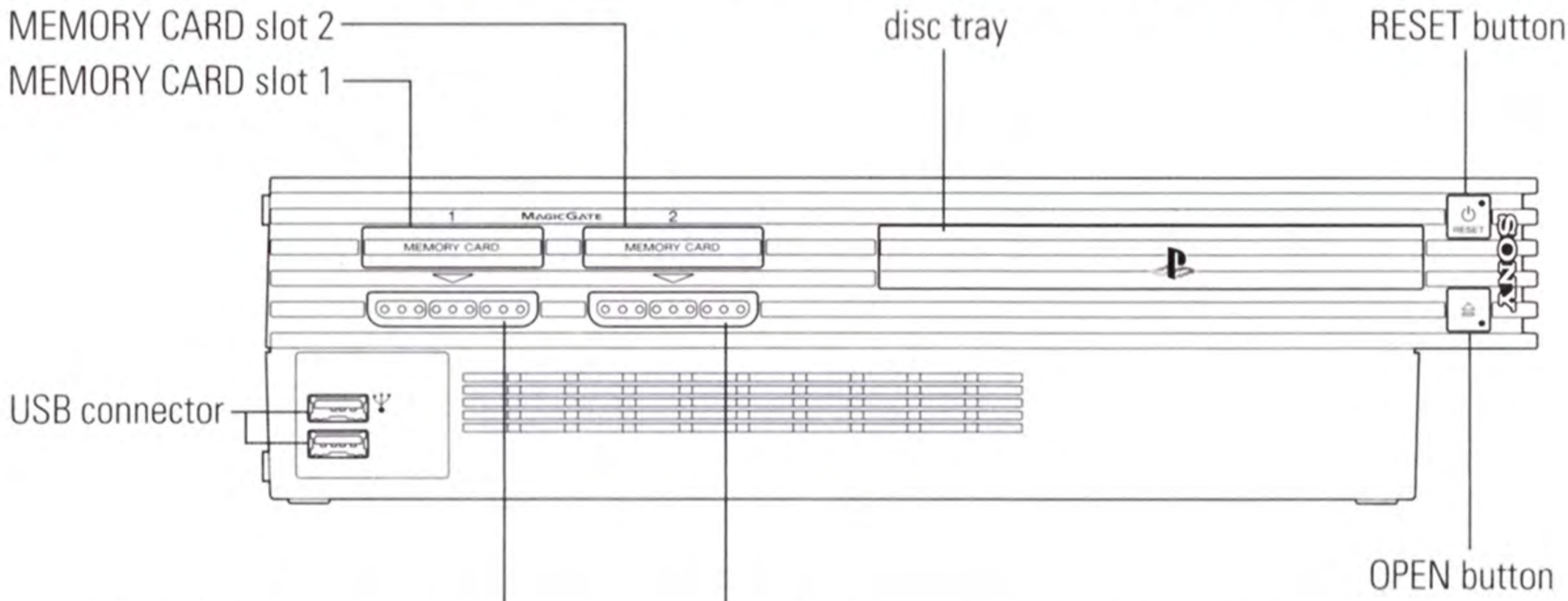
# STARTING THE GAME

## PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

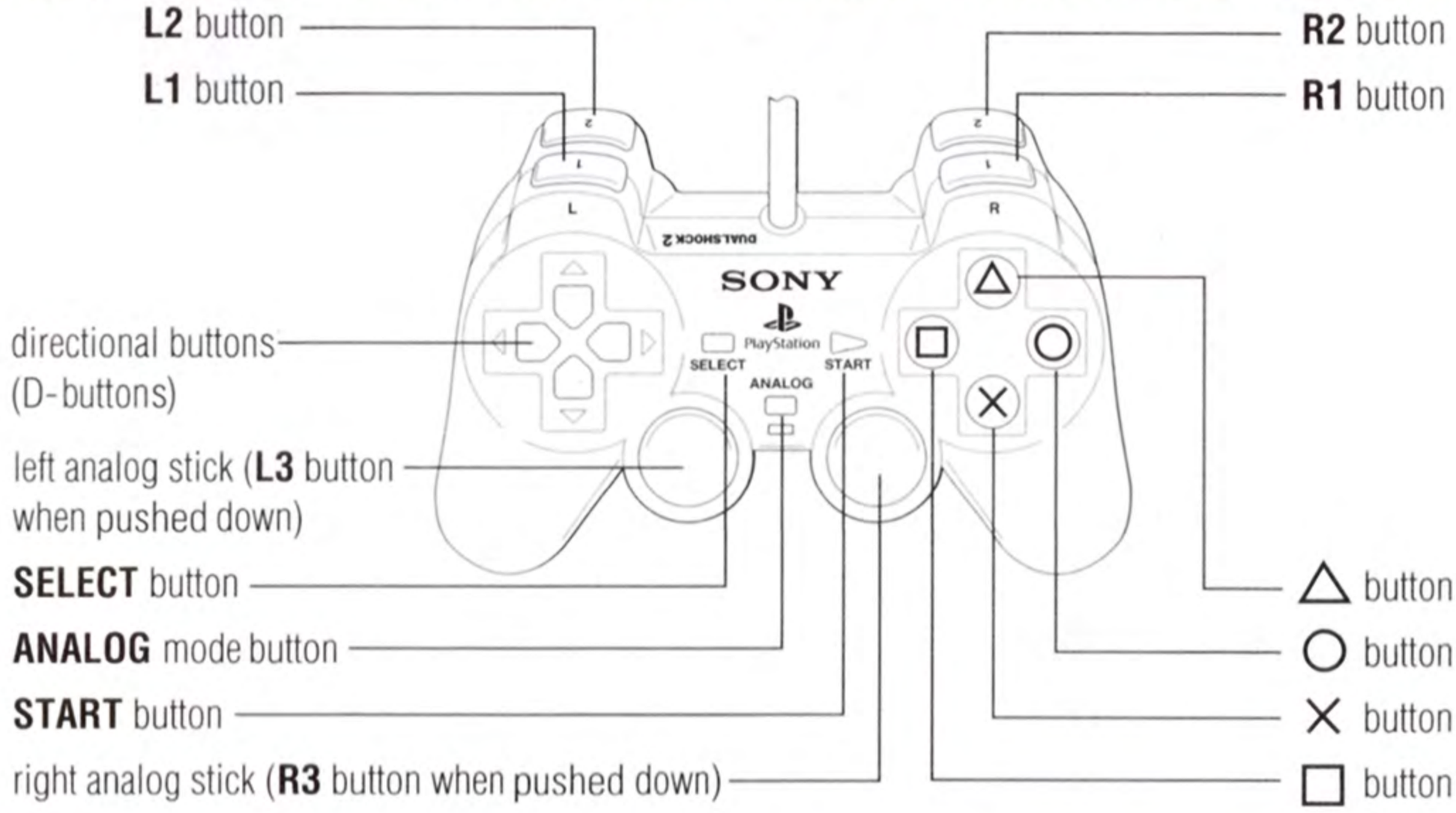



***Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *NASCAR® 06: Total Team Control* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

# COMMAND REFERENCE

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS




## NEW TEAM RACING CONTROLS

Take command of a racing team in the first-ever squad-based racing experience. Radio teammates for assistance or take the wheel of a teammate's car in the middle of a race to fend off rivals. With all-new game controls, including real-time voice command, communicate with your crew chief, spotters, and on-track allies to help punch your team through the pack.

### COMMUNICATOR CONTROLS

Take control of your teammate's car during a race with a press of the right analog stick.

Press the right analog stick ⬆ to communicate with car #24.

Communicate with Car #24 by selecting a command.

| | |
|---|---|
| **Select teammate** | right analog stick (press toward teammate's car number icon) |
| **Swap cars** | right analog stick ⬇ |
| **Follow** | right analog stick ⬆ |
| **Block** | right analog stick ➡ |
| **Work with me** | right analog stick ⬅ |

**NOTE:** You can alter all four communicator commands assigned to your controller, or swap in new ones by accessing RACE COMMANDS via the Settings menu (or Pause menu during a race). Alternative commands include Hold, Pit Now, and more.

## VOICE COMMAND CONTROLS

Gain a competitive advantage by calling out to teammates for help, talking to your crew chief for real-time feedback, and voice-activating menu options. Use your USB headset to give your crew chief verbal commands.

| | |
|---|---|
| **Toggle voice communicator ON/OFF** | **R3** button (click) |

**NOTE:** You can modify the noise responsiveness of your microphone by adjusting the Voice Sensitivity sliders for your headset (access the AUDIO menu via the Settings menu). Adjust the slider to determine how sensitive the microphone is to picking up your voice commands during gameplay.

# ON THE TRACK

*NASCAR 06: Total Team Control* begins with you in the middle of a heated battle with Dale Earnhardt Jr. and Michael Waltrip during the final moments of the Pepsi 400. Using the all-new Team Racing Controls, see if you can finish the race in first place.

## GAME SCREEN

## DRAFTING, FLAGS, AND SKILL POINTS

**Standard Drafting** — When you pull up close to the bumper of the car in front of you, both cars can go faster than if they were driving separately. Additionally, you can save gas. The Draft meter shows the current strength of the regular draft.

**Share Draft** — Press the ⊗ button to Share Draft with the car in front of you. Share Draft increases the speed of both cars and improves your relationship with the other driver. The draft meter fills faster if your driver is a Hero.

**Intimidator™** — To be an Intimidator™, approach the bumper of another car. When the draft meter begins to fill, press the ■ button to intimidate. The intimidated driver may lose concentration and slide out of the way, allowing you to pass, but that driver may hold a grudge against you. The meter fills faster if your driver is a Villain.

**Grudges & Alliances** — When you run into or intimidate another driver, he'll remember your actions on the next lap, or even during the next race. A red icon displayed above a car indicates that driver holds a grudge against you. Similarly, you can form alliances with other drivers by racing a clean race or sharing a draft. In turn, an ally is more likely to work with you during the heated moments of a race.

**Flags**

During the course of a race, flags indicate changes in track conditions. A yellow flag indicates a caution and means you must slow down and maintain your current position in the field. There are no yellow flags in Whelen races.

A white flag is displayed when the leader of the field crosses the finish line to begin the last lap of the race. The first driver to cross the finish line again receives the checkered flag of victory.

**Pit Stops**

During longer races, you have to make pit stops to refuel, get new tires, and repair your car. You can change your pit options before you reach your stall. Pit stops are not allowed in Whelen races.

**Skill Points**

Earn Skill Points in each race (excluding multiplayer and online modes) by driving well and completing laps without damaging your car. Points are earned then added to your Skill Points account during the race. Use Skill Points to unlock tracks, cars, sponsors, and more.

## SAVING AND LOADING

Before exiting a game mode or a menu where changes have been made, be sure to save your progress to a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 when Auto-Save is set to OFF. All unsaved information will be lost otherwise. You can also save or load manually by accessing the SAVE or LOAD screens (via the Settings menu).

- To save or load a file, select a storage location then highlight the file you wish to load (or create a new file when saving for the first time). Once the file is selected, the game data is either loaded or saved.

# FIGHT TO THE TOP

Create a driver and power your way up the NASCAR ranks by building the ultimate team. As you progress through your career, take the helm of your own racing organization and position yourself to outperform or own real-world NASCAR teams.

As a driver, make a name for yourself in the Whelen series, Craftsman Trucks, and NNS by finishing near or at the top of the standings. As you move your way through each level, the NEXTEL Cup series awaits.

## FIGHT TO THE TOP MENU

When you first enter Fight to the Top mode, review the phone message from your agent. He can point you in the right direction to jumpstart your racing career. Be sure to listen to your phone messages from time-to-time. Your agent brings you news of offers from other teams and sponsors, as well as tips about events on your calendar, and helpful game advice.

Track your progress through the NASCAR season by viewing the events on your calendar, including Charity and Showdown races. You can also review driver contracts and racing stats, or check out driver standings, including the total number of points you've earned in the current series.

**Select Event**

Review the schedules for different weeks or select an event to enter. Early in your career you may find empty weeks on the schedule.

**Race Shop**

Sign driver contracts or buy teams to race in any of the four racing series. Manage your purchased teams from your Race Shop.

- As a driver, just focus on racing. Finish well, increase your Prestige rating, and draw interest from better-funded teams that invite you to prove your skills in Test Sessions. Perform well there, and you'll soon receive offers for better rides.

- As a driver/owner you earn more money, but you also must manage all aspects of your team. After you buy a new team, you need to sign a sponsor, train your pit crew, create your car's paint scheme, and manage your merchandising.
- When competing in multiple series at the same time, multiple events may occur on the same day. However, you can't be in two places at once. As an owner, you can hire a driver to race an event for you. Select HIRE DRIVER, and choose the driver who best fits your budget.

**NOTE:** You cannot be a driver and a driver/owner in the same series during a season. If you are under contract in a series, you cannot purchase a team in that series. Make your team decisions at the beginning of each season.

**Career Status** — Check your prestige—Hero or Villain—along with fan support, cash reserves, and overall progress in your Chase for the Cup. Whether you choose to become a Hero or a Villain, your performance on the track earns you more than money.

**Hero** — Heroes fight to win without using tactics that could anger other drivers. They can also Share Draft with other drivers more easily.

**Villain** — Villains do whatever it takes to win—even if that means knocking other drivers out of the race. Villains can also intimidate other drivers more easily using the Intimidator™ control.

**Prestige** — Perform well on the track and you increase your Prestige. Drivers with high Prestige receive offers to drive in Test Sessions. Drive well in a Test Session, and you can earn contracts to compete in better racing series.

**Fan Support** — Fans flock to drivers who know how to win, Hero or Villain. They also like drivers who take time to sign autographs. Adding fans means you make more money from your merchandise trailer.

### SHOWDOWN AND CHARITY RACES

If your fan support grows high enough, or if you build an intense rivalry, other drivers may challenge you to one-on-one races. Winning Showdown Races earns Skill Points that can be used to buy Chase Plates.

Drivers with high Prestige get invited to race in Charity Races. Only the best of the best are invited to compete here. While there is no prize money in a Charity Race, you can earn extra Hero/Villain points, a Skill Point bonus, fans, or all of the above.

## RACE ONLINE

Become a NASCAR superstar as you take on the best online drivers across the nation.

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS, SUBSCRIPTION FEES, AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE.

**EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com.**

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *NASCAR 06: Total Team Control* online. *NASCAR 06: Total Team Control* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

## PLAYING ONLINE

In order to play *NASCAR 06: Total Team Control* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a network configuration saved on a memory card, they appear automatically.

## PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: UDP 3658 for peer-to-peer gameplay; UDP 6000 for Voice over IP; UDP 9555 for EA SPORTS Ticker; TCP 30600-30609 for lobby connectivity (Outgoing); TCP 13505 for EA Messenger (Outgoing); TCP 443 for DNAS authentication (Outgoing).

## WELCOME TO *NASCAR 06: TOTAL TEAM CONTROL* ONLINE

Whether you're looking to join a Play Now game, a custom Session Match, access the Lobby, or join or create a 4 Player race, all the tools you need to connect to other players are available from the Online Main menu.

The Online Lobby is your main resource for connecting to players from coast-to-coast. Find an opponent based on your skill level, check out the latest EA News, and set your gameplay options for the games you host.

## ONLINE MENU

| | |
|---|---|
| **Play Now** | Find the next available player for a quick online session. |
| **Session Match** | Tailor the game to the way you want to play. |
| **Lobby** | Choose a room based on your location and skill level. |
| **Leaderboards** | Check out the best of the best in *NASCAR 06: Total Team Control* online racing. |
| **My NASCAR®** | Change online settings and more. |
| **My Career** | Track your online racing career. |

**NOTE:** Three and four player races may not be available for all connection types.

# OTHER RACE MODES

To earn additional Skill Points that can be spent on Chase Plates, try your luck in Dodge Challenges, Dodge SpeedZone, or Chase for the Cup modes.

## RACE NOW

Get on the track for a single race. All racing series and all drivers are available to choose from, including unlocked cars and fantasy tracks.

- In the Pre-Race menu, you can choose to Practice on the track or attempt to Qualify for the race.
- In the Car Setup screen, you can make adjustments to your car's setup to match the current track. To return your car to its default setup, select DEFAULT SETUP.

## SEASON

Race an entire NASCAR season in any of the four series. In the Season Settings screen, select your series, the number of races in it, the difficulty level, and the length of each race.

In the Select Event screen, you can enter the displayed race and choose to participate in the race or let the race be simulated for you. You can also change your driver or let a friend join your season at any time between races at the Change/Add Driver screen.

## DODGE CHALLENGES

Relive some of NASCAR Racing's greatest moments of the past year. When you complete a Dodge Challenge, you earn Skill Points that can be spent on Chase Plates.

## DODGE SPEEDZONE

Practice specific skills such as passing, braking, and drafting. Win the challenge and earn Skill Points to buy Chase Plates.

## CHASE FOR THE CUP™

The Chase begins with ten races left in the season, with each driver separated by five points in the standings. If you win the Chase, you earn Skill Points based on your selected difficulty settings and your starting position in the Chase field.

# MY NASCAR®

Exchange your Skill Points for Chase Plates rewards, view your Best Lap times, or access the Custom Car Garage.

## SKILL POINTS

View your list of available bonus tasks and the rewards you can earn by completing them in-game. Once you earn enough points, buy Chase Plates to unlock tracks, cars, sponsors, and more.

## BEST LAPS

View the best lap times for all tracks.

## CUSTOM CAR GARAGE

Design your own custom cars to use in any of the four NASCAR series in Race Now, Season, and Chase for the Cup modes. After you select the series and a car skin, the Design screen lets you access areas where you can change your car's graphics, sponsor decals, and paint colors. For each series you can store up to four cars.

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*Online:* http://warrantyinfo.ea.com

*Automated Warranty Information:* (650) 628-1900

## EA Warranty Information

*Online Self-Help Knowledgebase and Email* – You can access our Self-Help site online and browse through our extensive knowledgebase, or submit a question to our warranty department:

http://techsupport.ea.com

*Automated Warranty Information* – You can contact our automated phone system 24 hours a day for any and all warranty questions:

(650) 628-1900

## EA Warranty Mailing Address

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**Telephone Support** Technical Support is also available from 8am to 6pm PST by calling us at (650) 628-4322. **No hints or codes are available from (650) 628-4322.**

**Mailing Address:** Electronic Arts Technical Support
PO Box 9025
Redwood City CA 94063-9025

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Electronic Arts Ltd.
P.O. Box 181
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Phone (0870) 2432435

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